SEGA

ATLUS

SEGA SATURN

High Velocity
Mountain Racing Challenge
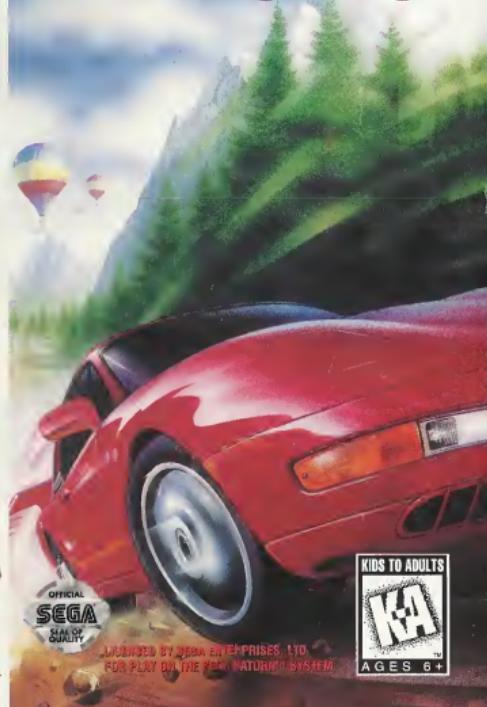
OFFICIAL
SEGA
SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN SYSTEM.

T-14402H

KIDS TO ADULTS
K-A
AGES 6+

The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth–wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

High Velocity™ is an exciting mountain racing game. Smell the trees, feel the road under your tires, and race around dangerous mountain curves. Fine-tune your car for ultimate performance. A finely tuned machine will be able to blow the doors of its competitors. Race against your opponent or the clock to see who is the ultimate King of the Mountain. *High Velocity*™ has three exciting race modes, **KING BATTLE, VS BATTLE & TIME TRIAL.** Players can choose among six hot cars, change the color, and tune them to meet their personal desires — or factory stock cars can be run. Based on actual alpine-styled roads in Japan, three exciting courses can be run clockwise or counter-clockwise.

Mountain Racing Challenge
ATLUS/CAVE 1995
press start button

SATURN CONTROL PAD

D-Pad (L-R)	Guides car on course
D-Pad (U-D)	Moves Cursor on Menu Screens
L Button	Shift Down (manual transmission)/See Z button below
R Button	Shift Up (manual transmission)
A Button	Accelerates (manual transmission)/Mode Select
B Button	Brake/Mode Cancel
C Button	Accelerates (automatic transmission)/Mode Select
X Button	View Selection (Driver or Camera)
Y Button	Not used for racing
Z Button	Used with the L button to put the car into reverse gear
Start Button	Pauses the game and displays the menu screen

ARCADE RACER CONTROLLER

Steering Wheel	Guides car on course/Moves Cursor
Butterfly Shift	Shift Up/Down (During tune-up changes parts selection)/See Z button below
A Button	Accelerates (manual transmission)/Mode Select
B Button	Brake/Mode Cancel
C Button	Accelerates (automatic transmission)/Mode Select
X Button	View Selection (Driver or Camera)
Y Button	Not used for racing
Z Button	Used with the Butterfly Shift to put the car into reverse gear
Start Button	Pauses the game and displays the menu screen

SELECT MENU

High Velocity™ has three exciting race modes, KING BATTLE, VS BATTLE & TIME TRIAL. In addition, Course Rankings and an Options screen is available. The modes are described below.

KING BATTLE

You choose from six stock cars (tune-up not available) and race against the computer. Choose your course, the heat and direction you wish to drive. The Heat is over when you complete two laps. When you win a heat, the win will be marked in yellow in the Heat Select Screen. Win all six heats and you are the King of the Mountain.

VS BATTLE

In this mode, you race your car against another player's auto. The race is over when one of the cars completes three laps of the course. Two split screens are available — a conventional horizontal (Top/Bottom) split and a unique vertical (Left/Right) split that seamlessly merges together when the two cars are in a dead heat. The object is to use your racing skills and driving techniques to outmaneuver your opponent. Both you and your opponent choose from among six cars, many colors and can tune your car to match your driving habits.

TIME TRIAL

The time trial is a chance for you to test out that new finely-tuned machine and see how it performs on the road. Your car is the only vehicle on the road allowing you the freedom to really open up. Your best lap and total times are displayed in addition to current lap time. When you pass the six checkpoints on the course, your time is displayed and compared with the prior run. This allows you to see at a glance how your car is performing against its past history. Use this data to smoothen your rough edges, study the road, and hone your driving skills to become the King of the Mountain. With practice, you'll be able to achieve the best lap and total course times.

RANKING AND NAME ENTRY

Players that beat the best lap and course times (KING BATTLE & TIME TRIAL modes only) will be given the opportunity to enter their initials to be listed in the course Rankings. The D-Pad is used to select the letter (Up/Down) and to move the cursor under the desired letter (Left/Right). When name entry is complete, the A or C button is used to enter the selection. Press.the B button if you made a mistake. Press A or C button to confirm your entry.

The Rankings Screen displays the five fastest course times, along with the fastest individual lap for each course. The rankings are only displayed for King Battle and Time Trial modes. Rankings are not displayed for VS Battle times. Left/Right on the D-Pad selects King Battle or Time Trial rankings and Up/Down selects Course 1 - 3, respectively.
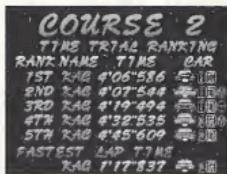
Racing Tip #1
When entering a turn, accelerate and apply the brakes at the same time. "Drifting" will occur! When on the verge of going into a spin, release the accelerator, counter-steer, and drive through the turn.

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This selection allows you to change settings that are used during the game.

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OPTION

PAD TYPE   P1  (A)MT (C)AT
           P2  (A)MT (C)AT
TV MODE        NORMAL
SOUND MODE     STEREO
SE TEST        1 SE)
MUSIC TEST     OPENING THEME
HEAT DATA CLEAR
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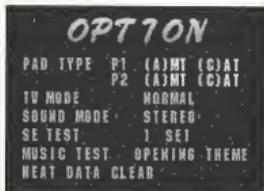
Pad Type	Allows for individual selection of control button functions for Players 1 and 2.
TV Mode	Enables you to change the screen between normal and wide view sizes.
Sound Mode	Select between stereo or monaural sound.
SE Test	Test the sound effects.
Music Test	Preview the music that is played during the game.
Heat Data Clear	Clear the Heat Data from the King Battle screen.

High Velocity features three courses based on real roads in Japan. Enjoy this thrilling and realistic driving experience while taking in the spectacular 3-D rendered scenery. Each course can be run clockwise or counter-clockwise and the time of day will randomly change from day, dusk, and night views.

Course 1: FULL COUNTER

Conquer three dangerous hair-pin curves on this exciting roadway at Mt. Tarumi in the Kanto region of Japan. As you race your car under the clear, crisp mountain air, you must negotiate this demanding course. As you skid around the curves, the sound of your screeching tires will reverberate through the hills. Take a break and rest at the Tea Shop or honk your horn while going through the lighted tunnels.

Course 2: POWER SLIDE

Race amongst the beauty of Hakone, a famous mountain resort in Kanagawa, and negotiate this demanding stretch of highway. This is a one-way road so beware of head-on traffic from your opponent in VS BATTLE or the computer controlled car in KING BATTLE modes. This snake-like winding road is very unforgiving of mistakes, so you must be on your toes to conquer this course. Be careful of going the correct way on the over/under pass.

Course 3: FULL BOOST

Race amongst the Ikoma Skyline in this cityscape resting at the base of a mountain. Ride up the banks to negotiate the demanding curves. In the center of the city is a 90° turn that requires your full concentration. Negotiating this turn is accomplished through an expert use of braking, turning and acceleration. Be careful when passing through the narrow toll gates. Don't let the scenery distract you — this course will require your full concentration!

You can choose among six car types for your racing pleasure. Use Left/Right on the D-Pad to select your car and Up/Down to choose the color. Pressing the A or C button confirms your selection and B cancels it. If you have selected VS. BATTLE or TIME TRIAL modes you will can use the D-Pad to highlight "TUNE" to change the performance and handling characteristics of your selected car.

Type A:

2,589 cc, 6 valves, FR
286 ps @ 6,800 rpm
37.5 kgm @ 4,400 rpm
0 - 600 feet in 6.41 sec, 0 - 1,200 feet in 12.55 sec

Type B:

2,988 cc, 4 valves, MR
280 ps @ 7,300 rpm
30.0 kgm @ 5,400 rpm
0 - 600 feet in 8.36 sec, 0 - 1,200 feet in 12.80 sec

Type C:

1,985 cc, 4 valves, FF
260 ps @ 6,500 rpm
31.5 kgm @ 5,000 rpm
0 - 600 feet in 8.88 sec, 0 - 1,200 feet in 13.31 sec

Type D:

1,868 cc, 4 valves, FR
130 ps @ 6,500 rpm
16.0 kgm @ 4,500 rpm
0 - 600 feet in 10.70 sec, 0 - 1,200 feet in 16.12 sec

Type E:

2,978 cc, 6 valves, FR
280 ps @ 5,600 rpm
31.5 kgm @ 5,000 rpm
0 - 600 feet in 9.18 sec, 0 - 1,200 feet in 13.51 sec

Type F:

2,568 cc, rotary, FR
255 ps @ 6,500 rpm
30.0 kgm @ 5,000 rpm
0 - 600 feet in 8.66 sec, 0 - 1,200 feet in 13.19 sec

Note: FR = front mounted engine/rear drive,
MR = mid mounted engine/rear drive,
FF = front mounted engine/front wheel drive.

By tuning up your car, you may be able to improve the speed and handling characteristics. However, there is no guarantee that your car will perform as desired by changing the parts. It is suggested that you test your car in a time trial after attempting to improve upon its weak points.

Pressing Up or Down on the D-Pad selects which part you wish to change. Pressing the D-Pad Left or Right selects the desired part. The A or C button will select the highlighted part. Pressing the B button will return you to the previous menu with your selected tune-up options.

Tune-up data will be automatically saved in the Saturn's internal back-up RAM for each car type. To return your car to "factory" specs, select "Normal" in the "Stock" selection of the tune up.

ENGINE

Rom Type A, Rom Type B, Polished Ports, Bored-out Ports
These four selections allow you to increase the power of your engine. Type A Rom has more torque at low speeds (good for acceleration). Type B Rom has more torque at high speeds (good for faster top speeds).

TURBO & SUPER CHARGER

Small Turbo, Medium Turbo, Large Turbo, Super Charger, VVC, Inter-Cooler
Choose among three types of turbos, super charger, Boost Control (VVC) and inter-cooler. Up to two turbos can be equipped at the same time. Choose the combination that best suits your driving style.

MUFFLER

90Ø, 105Ø, 120Ø
Choose the muffler diameter to get the desired engine performance.

SUSPENSION

Semi-Hard, Hard

Two types of suspensions to change the cornering
performance of your car. The correct suspension/tire
combination will provide the best performance for
your type of driving.

BRAKES

Soft, Semi-Hard, Hard

Choose the brake type you prefer. Each selection will result
in different braking distances.

TIRES

GP-N7, FALCON ALPHA, C-GRIP, FORM REV, F-808

Pick the tire type that best suits your style of driving.
Combine with the proper suspension for best
handling characteristics.

AERO PARTS

Small Down Force, Large Down Force

This option allows you to select either a small or large
downward force to help you keep your tires on the road.

ETC.

Roll Bar, Tower Bar, LSD (Limited Slip Differential), Lighter Body, Good Luck Charm

Each of these items have a very unique effect. Try them all
to see how they affect your car's performance.

STOCK

NORMAL

Selecting this option strips your car back down to its Stock
factory parts. This is car type used for all *KING BATTLES.*

GEAR INDICATOR

If you select a manual transmission (using A button for
acceleration), the word "GEAR" is displayed above the
gear indicator. "AUTO" will be displayed when you select an
automatic transmission (C button used for acceleration).
Holding down the Z button and pressing the L button will put the
car into reverse and allow you to back up. The gear indicator will
display "R" when the reverse gear is engaged.

POINT OF VIEW

Pressing the X button during the game switches between a Driver's View and a
Camera View. Both views feature a tachometer, speedometer, course and lap times
and a roadway map displaying your car's and your opponents car's positions.

DRIVER'S VIEW

This view gives you
the feeling of looking
out of the windshield
just like you are
driving your own car.

CAMERA VIEW

This view allows you
to watch the race
from behind your car.
This view is recom-
mended for inexperi-
enced drivers and to
thoroughly learn
the course.

VS BATTLE features a split screen. You may choose between a horizontal (wide) split screen or a vertical (tall) split screen.

HORIZONTAL SPLIT SCREEN

The top screen is the first player (left controller) and the bottom screen is the second player (right controller). The view is wide in this mode.

VERTICAL SPLIT SCREEN

The left screen is the first player (left controller) and the right screen is the second player (right controller). When the cars are close to each other, the two views will seamlessly merge into a single view.

Pause Menu
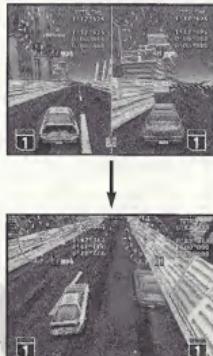
Pressing the START button during a race will pause the game and display a menu giving you several options of control over the game. Pressing the START button a second time will resume the racing action from where you left off.

RESTART Returns you to the starting line.

QUIT Returns you to the Select Menu.

BGM CHANGE Allows you to choose which track of background music will play during the race. You can also select to listen to sound effects such as engine and road sounds only.

REPLAY Selects the replay screen. You may save and load your replay data to review your performance to improve your driving skills. See Replay section for more information.

Racing Tip #2
Tight turns are difficult to negotiate using your accelerator pressed to the floor. Ease off the gas and apply just the right amount of brakes. When climbing steep grades, downshift to get more torque. This is how you become King of The Mountain!

11

12

This feature allows you to review the replay after you finish the race. You can also choose to record certain portions of a course to help you with particularly difficult portions of the road. Seven different viewpoints are available for your selection.

RESTART — Returns you to the starting line

QUIT — Returns you to the Select Menu

BGM CHANGE — Allows you to choose which track of background music will play during the race. You can also select to listen to sound effects such as engine and road sounds only.

GAME END — Plays title screen and restarts game

REPLAY DATA LOAD — Load a previously saved replay for review. Highlight desired data and press A or C button.

REPLAY DATA SAVE — Save replay for future viewing. Use Up/Down on DPAD to choose letter and Left/Right to select letter position. This allows you to identify your data easier. Press A or C button when done. Press A or C again to confirm or B to cancel and return to letter entry.

CONTROLLER FUNCTIONS

Z button	Replay/Pause
A button	Slow replay/Frame by Frame
R button	Fast forward/Double speed forward
L button	Returns to start (Paused)
X button	During the replay, you can watch a specific portion by pressing this button at the point you wish the replay to begin from and pushing it again where you want the replay to stop. Pushing the button a third time clears this function.
Y button	Press to turn this menu display On and Off

VIEWPOINTS

During the replay you can change the point of view by pressing Up or Down on the D-Pad. Each of the seven views (five in two player replay) offers you a different, but equally exciting view of the race. By using the different views, you will be able to review your performance in much the same way professional racers do. Using this feature to analyze your performance will help you fine-tune your driving skills and become King of the Mountain. The different views are described below:

REAR — View the car from behind

FRONT — View the car from the front

LEFT — View the car from the left side

RIGHT — View the car from the right side

BIRD'S EYE — Overhead view

LONG — View the car from the front at a 45° angle

FIXED — View the car from a fixed camera position on the course

If you require assistance playing High Velocity™ please contact our experienced and helpful game counselors at Atlus Software, Inc. For your convenience you may contact us by any of the methods below:

America On-Line: Keyword "ATLUS"
Telephone: (714) 852-2351
Fax: (714) 757-1288

By Mail: Atlus Software, Inc., Game Play Assistance,
17145 Von Karman Ave., Suite 110, Irvine, CA 92714

Notes

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